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Adaptive Scheduling with Client Resources to Improve WWW.. - Andresen, Yang (1996) (Correct)
network bandwidth requirement. In this paper, we **model client-server** partitionable WWW applications and
Adaptive Scheduling with **Client** Resources to Improve WWW **Server** Scalability
www.cs.ucsb.edu/TRs/techreports/TRCS96-27.ps

Performance Analysis of an Associative Caching Scheme for.. - Basu, Pöss, Keller (1997) (Correct)
are built using a data-shipping approach. In this **model**, the **client** cache is essentially a pool of
of materialized views [9] are applicable in this **context**. The A*Cache scheme uses a notification
Analysis of an Associative Caching Scheme for **Client-Server** Databases Julie Basu Meikel Poss Arthur
www-db.stanford.edu/pub/keller/1997/CS-TN-97-61.ps

A Transfer Protocol for an Open Hyperdocument Model Server - Buford (1995) (Correct)
A Transfer Protocol for an Open Hyperdocument **Model Server** John F. Buford Dept. of Computer Science
to relax the constraint of fixing the DTD, in the **context** of a richer hypermedia document architecture
is provided by extending the DTD and the **client** applications which display this DTD. So, for
dmsl.cs.uml.edu/~buford/papers/edmedia95.ps.gz

Transactions in the Client-Server EOS Object Store - Biliris, Panagos (1995) (Correct)
of the **client-server** systems employ the page-**server model** because of its simplicity and potential
March 1995, pages 308-315 Transactions in the **Client-Server** EOS Object Store Alexandros Biliris and
1995, pages 308-315 Transactions in the **Client-Server** EOS Object Store Alexandros Biliris and
www.research.att.com/~biliris/publications/papers/95_eos_trans_de.ps

Degrees of Transaction Isolation in SQL*Cache: A.. - Basu, Keller (1996) (Correct) (2 citations)
of transaction consistency and the concurrency **model** of the **server** database the when and how of cache
These concepts are also applicable in the **context** of SQL*Cache however, there are significant
Isolation in SQL*Cache: A Predicate-based **Client**-side Caching System Julie Basu Arthur M. Keller
www-db.stanford.edu/pub/keller/1996/transaction-isolation.ps

Peer-to-Peer Reconciliation Based Replication for Mobile.. - Peter Reiher (1996) (Correct) (8 citations)
is more suitably handled by peer-topeer **models** than by **client/server models**, and by
suitably handled by peer-topeer **models** than by **client/server models**, and by reconciliation-based
handled by peer-topeer **models** than by **client/server models**, and by reconciliation-based replication
fmg-www.cs.ucla.edu/ficus-members/reiher/papers/ecoop.ps

Fine-granularity Locking and Client-Based Logging.. - Panagos, Biliris.. (1996) (Correct) (2 citations)
1996, pages 388-402 Fine-granularity Locking and **Client**-Based Logging for Distributed Architectures E.
www.research.att.com/~biliris/publications/papers/96_edbt.ps

The Effect of Client Caching on File Server Workloads - Kevin Froese (1996) (Correct) (6 citations)
it. Replacement policies, such as LRU, implement **models** of block preference that try to predict future
The Effect of **Client** Caching on File **Server** Workloads Kevin W. Froese
www.cs.usask.ca/staff/kwf230/research/hicss96.ps.gz

Writing a Client-Server Application in C++ - Guedes, Julin (1992) (Correct) (1 citation)
Abstract Applicationsbased on the **client-server model** place a special emphasis on the specification of
Writing a **Client-Server** Application in CPaulo Guedes Daniel
Writing a **Client-Server** Application in CPaulo Guedes Daniel Julin
ftp.cs.cuhk.hk/pub/mach3/src/mach_us/src/doc/usenix-c++-92.ps

Tools for Building Asynchronous Servers to Support Speech and.. - Arons (1992) (Correct) (6 citations)
ABSTRACT Distributed **client/server models** are becoming increasingly prevalent in multimedia
barons@media-lab.mit.edu ABSTRACT Distributed **client/server models** are becoming increasingly
Tools for Building Asynchronous **Servers** to Support Speech and Audio Applications Barry

www.media.mit.edu/people/bard[redacted]papers/AsynchAudioServerTools-UIST92[redacted]

A Capabilities Based Communication Model for High-Performance .. - Shridhar Diwan (Correct)
A Capabilities Based Communication **Model** for High-Performance Distributed Applications: distributed **server** resources, carried out in the **context** of Open HPCOpen HPCis a programming distributed applications consist of **clients** accessing computational and information
ftp.cs.indiana.edu/pub/sdiwan/capab.ps.gz

M-RPC: A Remote Procedure Call Service for Mobile Clients - Bakre, Badrinath (1995) (Correct) (5 citations)
It is based upon the indirect **client-server model** [4] for mobile hosts. There are two main reasons M-RPC: A Remote Procedure Call Service for Mobile **Clients** Ajay Bakre and B. R. Badrinath Department of
paul.rutgers.edu/pub/badri/mrpc.ps.Z

An Adaptable Multithreaded Prefetching Technique for.. - Knafla (1998) (Correct)
Parameter **Server Client** SPARCstation 20 **Model** 612 10 **Model** 514 Main Memory 192 MB 224 MB memory to recognize access patterns within a **context** over time. In training N. Knafla /An Adaptable Multithreaded Prefetching Technique for **Client-Server** Object Bases Nils Knafla Department of
www.dcs.ed.ac.uk/home/nk/papers/cc.ps.gz

Practical Development of Internet Prolog Applications using.. - Samhaa El-Beltagy (Correct)
of the **client** side is the interface communication **model** which is used for intelligent data collection. the Internet. The approach presented makes use of **client-server** architecture where the **client** is a The approach presented makes use of **client-server** architecture where the **client** is a relatively
clement.info.umoncton.ca/~lpnet/proceedings97/beltagy.ps

Elastic Servers in CORDS - Goldszmidt (1992) (Correct)
platforms, such as, the OSF/DCE [4]follow a **model** of computation in which control is distributed **server**. A procedure DP can be invoked in the **context** of the elastic **server**, either as a local New York City, NY 10027 Abstract The traditional **client server** paradigm for distributed computing, fixes
www.cs.columbia.edu/~german/papers/cas92.ps

Object Interconnections: Distributed Callbacks and Decoupled .. - Schmidt, Vinoski (1996) (Correct) (1 citation)
quoting example to focus on different concurrency **models** for developing multithreaded **server** applications. systems: decoupling the relationship between "**clients**" and "**servers**.Our examples to date have concurrency **models** for developing multithreaded **server** applications. In this column, we'll start looking
www.iona.com/hyplan/vinoski/col8.ps.Z

A framework for integrating sound into Virtual Environment.. - Fouad, Hahn (Correct)
can be **attributed** to the lack of proper tools for **modeling** and rendering the auditory world. We have been evaluation of active sounds in the **server**. A **client/server** architecture facilitates load balancing in of this work, we have developed the Virtual Audio **Server** (VAS)VAS is a distributed, real-time spatial
www.seas.gwu.edu/graphics/papers/soundspie.ps

Reactor: An Object Behavioral Pattern for Demultiplexing and.. - Schmidt (Correct)
Threading may lead to poor performance due to **context** switching, synchronization, and data movement concurrently to an application by one or more **clients**. Each service in an application may consist of Each service in an application may consist of **server**al methods and is represented by a separate event
128.252.165.44/~schmidt/Reactor.ps.gz

Performance Analysis of Distributed Server Systems - Franks, Majumdar, Neilson.. (1996) (Correct) (5 citations)
become a practical reality, we need appropriate **modeling** techniques. This paper presents a new reliance on distributed applications (including **client-server** systems) to accomplish their business Performance Analysis of Distributed **Server** Systems Greg Franks* Shikharesh Majumdar* John
www.sce.carleton.ca/ftp/pub/cmw/softw-quality.ps

A Laboratory Environment For Experimenting With Xinu - Comer, Lin (Correct)
The utility programs consist of a set of **client** programs and a **server** program called Connection front-end computers, back-end computers, and **server** computers. The three groups of computers are
gwen.cs.purdue.edu/pub/lin/xinulab.ps.Z

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7	2	(((((345/700,708,714,717,733-748;709/200-203,213,217,219,223-229.ccls. 707/10,200,102,104.1;719/311-318.ccls.) and current with (state context condition) with user) and (model$5 character$6) with user) and receiv$4 with values and supply$4 with values) and value same source same (identif$4 indicat$4)) not abbott.in.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/03 11:01
8	180	(345/700,708,714,717,733-748;709/200-203,213,217,219,223-229.ccls. 707/10,200,102,104.1;719/311-318.ccls.) and (modeling character$6).ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/03 11:02
9	33	((345/700,708,714,717,733-748;709/200-203,213,217,219,223-229.ccls. 707/10,200,102,104.1;719/311-318.ccls.) and (modeling character$6).ti.) and receiv$4 with request same user	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/03 11:07
11	3	(((345/700,708,714,717,733-748;709/200-203,213,217,219,223-229.ccls. 707/10,200,102,104.1;719/311-318.ccls.) and (modeling character$6).ti.) and receiv$4 with request same user) and (supply$4 send$4 transmit$4 transfer$4) with value same user	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/03 11:08
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13	0	(((345/700,708,714,717,733-748;709/200-203,213,217,219,223-229.ccls. 707/10,200,102,104.1;719/311-318.ccls.) and (modeling character$6).ti.) and server same receiv$4 same request$5 same user) and (supply$4 send$4 transmit$4 transfer$4) with value same user	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/03 11:08